



US 20080046222A1

(19) **United States**(12) **Patent Application Publication**
Van Luchene(10) **Pub. No.: US 2008/0046222 A1**(43) **Pub. Date: Feb. 21, 2008**(54) **COPYRIGHT OF DIGITAL WORKS IN A
VIRTUAL ENVIRONMENT****Related U.S. Application Data**(63) Continuation-in-part of application No. 11/428,263,
filed on Jun. 30, 2006.(75) Inventor: **Andrew Stephen Van Luchene,**
Santa Fe, NM (US)**Publication Classification**(51) **Int. Cl.**
G06G 7/48 (2006.01)(52) **U.S. Cl.** 703/6(57) **ABSTRACT**Correspondence Address:
GONZALES PATENT SERVICES
4605 CONGRESS AVE. NW
ALBUQUERQUE, NM 87114

The present disclosure provides various novel concepts to a video game environment. Video game environments that include a method for controlling the quantity of raw materials in and between games, where player characters invent items by creating blueprints that are registered to a virtual patent office and used by other player characters, that include methods for digital rights management, that include a method for providing inter and intra game exchanges between games, and that provide for the Initial Public Offering of game environments on an Inter Game Environment exchange are described.

(73) Assignee: **LEVIATHAN**
ENTERTAINMENT, LLC, Santa
Fe, NM (US)(21) Appl. No.: **11/620,563**(22) Filed: **Jan. 5, 2007**